ABSTRACT OF THE DISCLOSURE

This is a portable game system that contains an LCD screen that displays 3D player-controlled characters moving in a simulated 3D game world and viewed from variable 3D perspectives. The 3D characters are rendered as texture mapped polygons so that characters can rotate rapidly in 3D and so the point of view can change rapidly in 3D. The portable game system may include a second LCD screen that provides stereoscopic images (preferably without using glasses) so that while one area of the 3D game world is displayed on the stereoscopic LCD screen, a different view of the 3D game world may be displayed on the other LCD screen. Maps, words, numbers, menus, and 2D pictures can be displayed on the non-stereoscopic LCD. This 3D portable game system may be linked to other game systems that are preferably stereoscopic.